

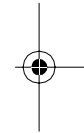


Cat. No. 42-4036
OWNER'S MANUAL

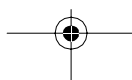
Please read before using this equipment.

Concertmate® 975

**Portable Stereo Musical Instrument
with 61 Full-Size Keys and 100-Songs**



OPTIMUS®



FEATURES

Your Optimus Concertmate 975 Portable Stereo Musical Instrument is a state-of-the-art keyboard with many exciting features. You can set the keyboard to sound like 100 different musical instruments or sound effects. To accompany your music, the keyboard has 100 rhythms, as well as auto accompaniments and percussion sounds.

Your keyboard's features include:

100 Prerecorded Tunes — let you hear a sample of what you and the keyboard can do. You can play the tunes either one at a time or consecutively, and you can turn off the melody or accompaniment portion so you can play along with the tunes.

100 Tones — you can set your keyboard to sound like anything from a harpsichord to a honky-tonk piano.

12-Note Polyphonic Sound — lets you play and hear up to 12 notes at the same time so you can play or create almost any type of music.

Tempo Control — lets you speed up or slow down the tempo of any selected music pattern.

100 Auto-Rhythms — give you a steady beat for many styles of music from rumba to slow rock.

Fill-In Rhythm — lets you insert a short variation into any auto-rhythm.

Auto Accompaniment — lets you automatically play a preset harmonic pattern to match the selected auto-rhythm.

Tune Control — lets you adjust the pitch of your keyboard so you can play in tune with other instruments.

Transpose Function — lets you instantly change the key of the music, even while you are playing.

Two Built-In Speakers — provide excellent sound to help make your music come alive.

Headphones/Output Jack — lets you connect headphones so you can play without disturbing others, or an external amplifier so you can play for a crowd.

Three Power Options — let you power the keyboard from internal batteries (not supplied), standard AC power (with an optional adapter), or your vehicle's cigarette-lighter socket (with an optional adapter) so you can make music almost anywhere.

To fully enjoy the features and functions of this electronic keyboard, please read this manual carefully and completely.

Note: This owner's manual explains how to use this electronic keyboard. It does not teach music.

We recommend you record your keyboard's serial number here. The number is on the bottom of the keyboard.

Serial Number _____

THE FCC WANTS YOU TO KNOW

This keyboard complies with the limits for a Class B digital device as specified in Part 15 of *FCC Rules*. These limits provide reasonable protection against radio and TV interference in a residential area. However, your keyboard might cause TV or radio interference even when it is operating properly. To eliminate interference, you can try one or more of the following corrective measures:

- Reorient or relocate the receiving antenna
- Increase the distance between the keyboard and the radio or TV
- Use outlets on different electrical circuits for the keyboard and the radio or TV

Consult your local RadioShack store if the problem still exists.

You must use shielded interface cables with this equipment.

CONTENTS

Preparation	5
Connecting Power	5
Using Batteries	5
Using AC Power	6
Using Vehicle Battery Power	6
Connecting Headphones	7
Listening Safely	7
Connecting an External Amplifier	8
Using the Sheet Music Stand	8
Control Locations	9
Operation	10
Basic Operation	10
Cancelling Auto Power Off	10
Playing the Prerecorded Tunes	11
Playing Back a Prerecorded Tune	11
Playing Along with a Prerecorded Tune	12
Turning Applause Off/On	12
Consecutively Playing Back the Tunes	13
Using the Preset Tones	13
Selecting/Playing a Preset Tone	13
Keyboard Split Tones	14
Layered Tones	14
Percussion Sounds	14
Using the Preset Auto-Rhythms	15
Selecting/Playing an Auto-Rhythm	15
Using SYNCHRO	16
Using FILL-IN	16
Using Auto Accompaniment	16
Concert Chord	17
Standard Fingering	18
Special Features	20
Changing Keys	20
Tuning the Keyboard	21
Troubleshooting	22
Care and Maintenance	23
Standard Fingering Chord Chart	24
Rhythm List	26
Specifications	27

PREPARATION

CONNECTING POWER

You can power your keyboard in any of these ways:

- internal batteries (see “Using Batteries”)
- standard AC power using an optional AC adapter (see “Using AC Power” on Page 6)
- a vehicle’s cigarette-lighter socket using an optional DC adapter (see “Using Vehicle Battery Power” on Page 6)

Notes:

- Connecting an AC or DC adapter automatically disconnects any internal batteries.
- Always disconnect the AC or DC adapter when you finish using the keyboard.

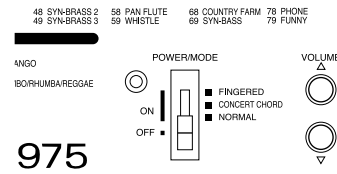
Using Batteries

Your keyboard can use six AA batteries (not supplied) for power. For the best performance, we recommend alkaline batteries, such as RadioShack Cat. No. 23-557.

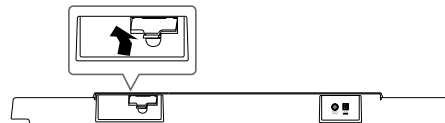
Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

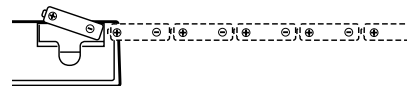
1. Set **POWER/MODE** to **OFF**.



2. While pressing the tab on the battery compartment cover, pull the cover up to remove it.



3. Put six AA batteries into the compartment as indicated by the polarity symbols (+ and -) marked below the compartment.



4. Replace the cover.

When the keyboard stops operating properly, replace all six batteries.

Cautions:

- If you do not plan to use the keyboard for a week or more, or if you plan to use only an AC or DC adapter, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.
- Dispose of old batteries promptly and properly. Do not burn or bury them.

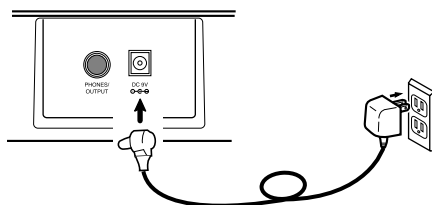
Using AC Power

You can power your keyboard from standard AC power using an optional 9-volt AC adapter (such as RadioShack Cat. No. 273-1656).

Cautions:

- You must use an AC adapter that supplies 9 volts and delivers at least 800 mA. Its center tip must be set to negative and its plug must fit the keyboard's **DC 9V** jack. The recommended adapter meets these specifications. Using an adapter that does not meet these specifications could damage the keyboard or the adapter.
- Always plug the AC adapter into the keyboard before you plug it into the AC outlet. Always unplug the AC adapter from the AC outlet before you unplug it from the keyboard.
- Be sure **POWER/MODE** is set to **OFF** before you connect or disconnect the adapter.

Follow these steps to connect an AC adapter to the keyboard.



1. Connect the AC adapter's 5.5 mm outer diameter/2.1 mm inner diameter barrel plug to the **DC 9V** jack on the back of the keyboard.

2. Plug the AC adapter's other end into a standard AC outlet.

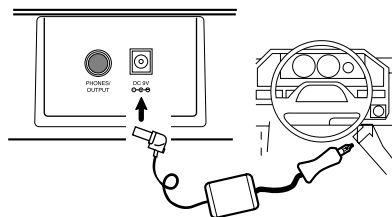
Using Vehicle Battery Power

You can power your keyboard from your vehicle's cigarette-lighter socket with an optional 9-volt DC adapter (such as RadioShack Cat. No. 273-1815).

Cautions:

- You must use a DC adapter that supplies 9 volts and delivers at least 800 mA. Its center tip must be set to negative and its plug must fit the keyboard's **DC 9V** jack. Using an adapter that does not meet these specifications could damage the keyboard or the adapter.
- Always plug the DC adapter into the keyboard before you plug it into the cigarette-lighter socket. Always unplug the DC adapter from the cigarette-lighter socket before you unplug it from the keyboard.
- Be sure **POWER/MODE** is set to **OFF** before you connect or disconnect the adapter.

Follow these steps to connect a DC adapter to the keyboard.



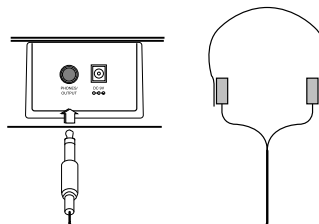
1. Plug the DC adapter's 5.5 mm outer diameter/2.1 mm inner diameter barrel plug into the cable so it reads – TIP.
2. Set the DC adapter's voltage switch to 9 volts.
3. Connect the DC adapter's barrel plug to the **DC 9V** jack on the back of the keyboard.
4. Plug the DC adapter's other end into your vehicle's cigarette-lighter socket.

Note: If the keyboard does not operate when you use the DC adapter, unplug the cord from the cigarette-lighter socket and clean any ashes or debris from the socket. If your keyboard still does not work, check the fuse in the DC adapter and replace it if necessary.

CONNECTING HEADPHONES

To listen to your keyboard without disturbing others, you can connect an optional pair of stereo headphones with a $\frac{1}{4}$ -inch plug. Your local RadioShack store sells a wide selection of headphones.

Insert the headphones' $\frac{1}{4}$ -inch plug into the **PHONES/OUTPUT** jack on the back of the keyboard.



Note: Connecting headphones disconnects the keyboard's built-in speakers.

Listening Safely

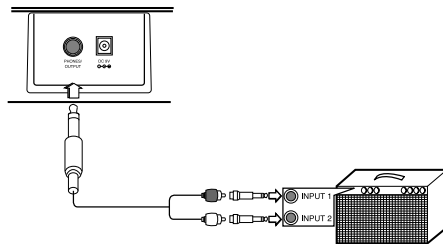
To protect your hearing, follow these guidelines when you use headphones.

- Set the volume to the lowest setting before you begin listening. After you begin listening, adjust the volume to a comfortable level.
- Do not listen at extremely high volume levels. Extended high-volume listening can lead to permanent hearing loss.
- Once you set the volume, do not increase it. Over time, your ears adapt to the volume level, so a volume level that does not cause discomfort might still damage your hearing.

CONNECTING AN EXTERNAL AMPLIFIER

To amplify your keyboard's sound, you can connect it to an optional external amplifier using an audio cable with a $\frac{1}{4}$ -inch plug (not supplied).

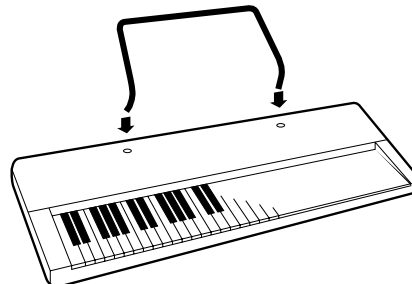
To connect an external amplifier to your keyboard, insert the cable's $\frac{1}{4}$ -inch plug into the **PHONES/OUTPUT** jack on the back of the keyboard, and connect the cable's other end to the amplifier's input jack(s) (such as AUX IN or TAPE IN).



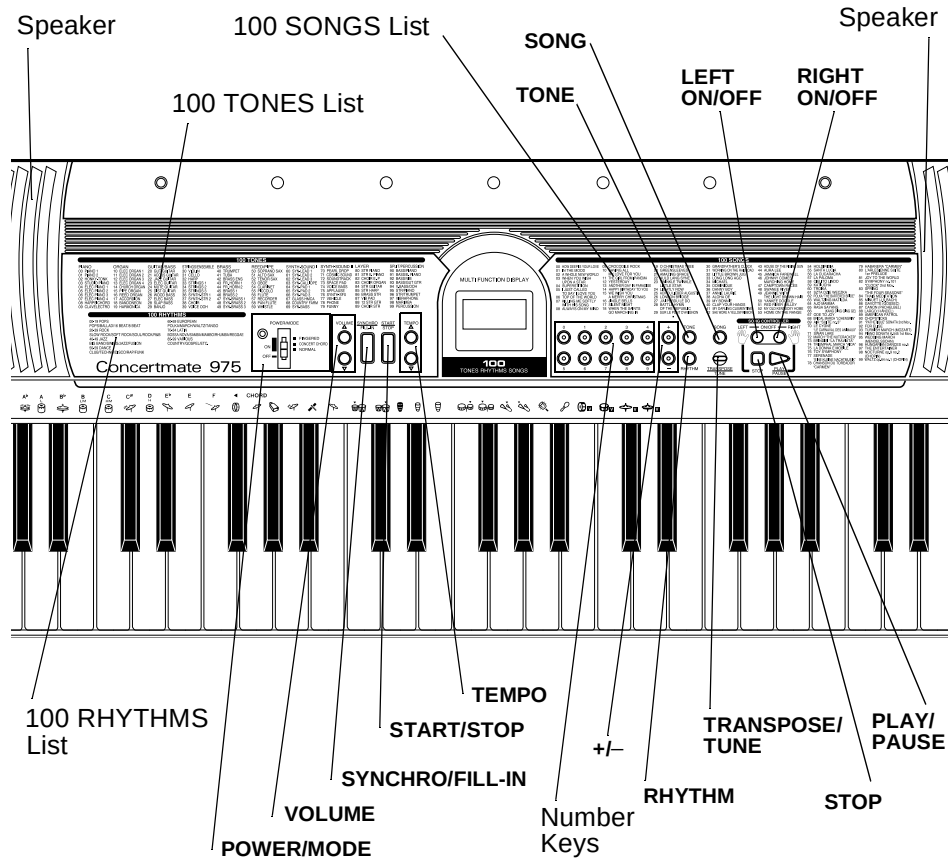
Your local RadioShack store sells a full line of amplifiers, speakers, and connection cables.

USING THE SHEET MUSIC STAND

To easily view sheet music while playing your keyboard, insert the supplied sheet music stand into the holes on the top back panel.



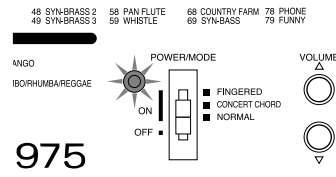
CONTROL LOCATIONS



OPERATION

BASIC OPERATION

1. To turn on the keyboard, set **POWER/MODE** to **NORMAL**. The **POWER/MODE** indicator lights.



Note: To save power when operating on batteries, the keyboard automatically turns off after about 6 minutes if you do not press a key. To turn on the keyboard again, set **POWER/MODE** to **OFF** then back to **NORMAL**. (To cancel the auto power off feature, see "Cancelling Auto Power Off").

2. To hear a sample of the Concertmate 975's many sounds, play a prerecorded tune (see "Playing the Prerecorded Tunes" on Page 11). To make your own music, simply begin playing the keyboard.

Notes:

- The keyboard automatically selects the tone PIANO 1 (No. 00) when you turn the power on. To select a different tone, see "Selecting/Playing a Pre-set Tone" on Page 13.
- To select an auto-rhythm, see "Using the Preset Auto-Rhythms" on Page 15.
- To play auto accompaniment, see "Using Auto Accompaniment" on Page 16.

3. Repeatedly press **VOLUME** s or t to increase or decrease the volume. The current setting appears.

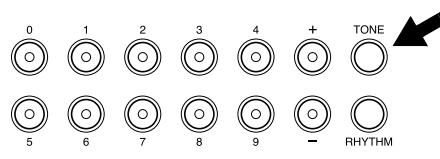
Notes:

- The keyboard's volume ranges from 0 (no sound) to 9 (maximum). Each time you turn on the keyboard, the volume is set to 7.
- To quickly change the volume setting, hold down **VOLUME** s or t.
- To quickly return to the default volume setting of 7, press both **VOLUME** buttons at the same time.
- The volume level differs depending on the tone, accompaniment, or song you selected.

4. To turn off the keyboard, set **POWER/MODE** to **OFF**. The **POWER/MODE** indicator turns off.

Cancelling Auto Power Off

To have the keyboard not automatically turn off during a session, turn on the keyboard while holding down **TONE**.



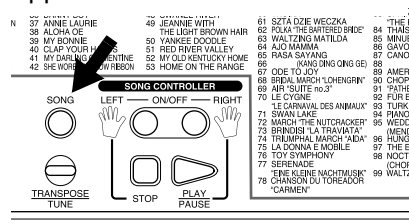
The next time you turn the keyboard off then back on again, it will automatically turn off after about 6 minutes.

PLAYING THE PRERECORDED TUNES

You can sit back and listen to the 100 tunes that come prerecorded in the keyboard, or you can turn off a tune's melody or accompaniment and play along on the keyboard.

Playing Back a Prerecorded Tune

1. Press **SONG**. **SONG BANK** and the number of the current tune appear.



Note: The keyboard always selects the song "How Deep is Your Love" (No. 00) the first time you press **SONG** after turning the power on.

2. Choose a tune from the 100 SONGS list and enter its 2-digit number on the keypad.

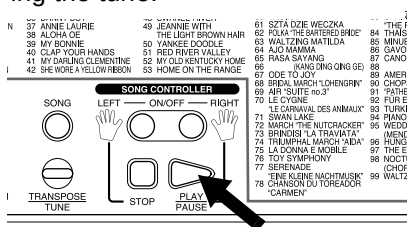
Or, you can press + or - to move to the next higher or lower numbered tune.

Notes:

- Precede a single-digit number with a 0. For example, to select 07 ("Killing Me Softly with His Song") press **0 7**.

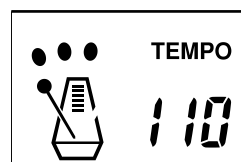
- If you enter an incorrect first digit, press **SONG** to clear your entry, then enter the correct digit.

3. Press **PLAY/PAUSE** to start playing the tune.



You can change the tune by repeating Step 2 even while a tune is playing. The new tune immediately begins to play.

As a tune plays, a metronome appears on the display. The bar of the metronome swings along with the tempo you selected, and the black dots above the metronome show the beat count in the measure.



Note: Each tune plays a different preset tone for the melody, but you can change to another tone even while the tune is playing. Follow the steps under "Selecting/Playing a Preset Tone" on Page 13 to select a different tone.

4. Adjust the volume as desired.

5. To change the tempo, press **TEMPO** t or s. The current tempo setting appears.

Note: Tunes 85 to 99 are arranged so the tempo changes during play. However, if you select a different tempo, those tunes play in the tempo you selected.

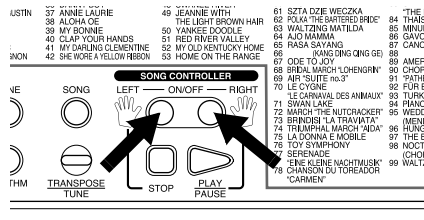
6. To temporarily stop playing the tune, press **PLAY/PAUSE** again. To stop the tune completely, press **STOP**.

Playing Along with a Prerecorded Tune

Follow these steps to have the keyboard not play the melody of a prerecorded tune, so you can!

Note: You can find the scores for most of the prerecorded tunes in the *Sheet Music and Play Guide for the Prerecorded Tunes*, supplied with your Concertmate 975.

1. Select the tune you want to play.
2. Press **RIGHT ON/OFF** to turn off the melody. Press **LEFT ON/OFF** to turn off the accompaniment.



Notes:

- Tunes 85 to 99 are piano solo tunes. You can turn off either the right-hand or left-hand portion, but not both.
- If you select tunes 00 through 84 then turn off both the melody and accompaniment, the keyboard plays an obbligate accompaniment (a simple background accompaniment).

3. Press **PLAY/PAUSE** to start play.
4. Adjust the tempo and volume as desired.
5. Play along with the tune on the keyboard.

Note: You can turn the melody on or off by repeating Step 2 even while the current tune is playing.

6. To temporarily stop playing the tune, press **PLAY/PAUSE** again. To stop the tune completely, press **STOP**.

Turning Applause Off/On

When you turn off either the melody or accompaniment and then play a tune, applause automatically sounds at the end of the tune. To turn off the applause, press **STOP**, **LEFT ON/OFF**, and **RIGHT ON/OFF** at the same time. **Appls=Off** appears. To turn the applause on again, press the same buttons again. **Appls=On** appears.

Consecutively Playing Back the Tunes

Normally, the tune you selected plays continuously until you press **STOP**. To play all the 100 prerecorded tunes consecutively, press either **TONE** or **RHYTHM** then press **PLAY/PAUSE**. The keyboard plays the tunes in sequence starting with Tune 00.

To stop consecutive playback, press **STOP**.

Note: Consecutive playback also stops when you press any number key, + or –, **STOP**, or **START/STOP**.

of tonal quality, samples are taken in the low, mid, and high ranges and are then combined to sound amazingly close to the originals. You might notice very slight differences in volume or sound quality for some tones when you play them at different positions on the keyboard. This is an unavoidable result of multiple sampling and is not a malfunction.

- Some sound effect tones, such as **PERCUSSION** (No. 99), do not follow the musical scale when played, but change effect as you play them in different octaves on the keyboard.

USING THE PRESET TONES

Your keyboard can sound like 100 different musical instruments or sound effects. The name and two-digit number for each preset tone is listed on the 100 TONES list on the keyboard's top panel.

Notes:

- The keyboard has 12-note (maximum) polyphonic sound. This means that you can play up to 12 different notes at the same time with most of the keyboard's preset tones. Some of the keyboard's preset tones, however, are capable of only 6-note polyphony.
- Most tones on this keyboard have been recorded and processed using a technique called digital sampling. To ensure a high level

Selecting/Playing a Preset Tone

1. Press **TONE**. **TONE** and the current tone's number appears.



Note: Each time you turn the keyboard on, it automatically selects the tone **PIANO 1** (No. 00).

2. To play a different tone, choose a preset tone from the 100 TONES list and enter its two-digit number on the keypad. As you press the keys, the selected digits appear.

Or, you can use + or – to move to the next higher or lower numbered tone.

Notes:

- Precede a single-digit number with a 0. For example, to select ELEC PIANO 1, press **0 4**.
 - If you enter an incorrect first digit, press **TONE** to clear your entry, then enter the correct digit.
3. Play the keyboard to hear the selected tone, then adjust the volume to the desired level.
 4. To select a different tone, repeat Steps 1 and 2.

Keyboard Split Tones

The preset tones numbered 90 through 96 on your keyboard let you automatically play two different musical instruments or sound effects independently on opposite sides of the keyboard.

The instrument listed first in the tone's name plays on the left half of the keyboard (below middle C). The instrument listed next plays on the right half of the keyboard (above middle C). For example, BS/PNO (No. 90) plays a bass tone on the left half of the keyboard and a piano tone on the right.

Layered Tones

The preset tones numbered 80 through 89 on your keyboard let you automatically play two different layered tones at the same time when you press one key. For example, STR PNO (No. 80) plays string and piano tones when you press a key.

Percussion Sounds

PERCUSSION (No. 99) lets you play the 35 different percussion sounds shown below. The symbol for each sound appears above the corresponding key on the keyboard.

	Bass Drum		Cowbell
	Side Stick		Crash Cymbal 2
	Acoustic Snare		Claves
	Hand Clap		Ride Cymbal 2
	Electric Snare		High Bongo
	Low Floor Tom		Low Bongo
	Closed Hi-Hat		Mute High Conga
	High Floor Tom		Open High Conga
	Pedal Hi-Hat		Low Conga
	Low Tom		High Timbale
	Open Hi-Hat		Low Timbale
	Low-Mid Tom		High Agogo
	High-Mid Tom		Low Agogo
	Crash Cymbal 1		Cabasa
	High Tom		Maracas
	Ride Cymbal 1		Voice Bass Drum
	Chinese Cymbal		Voice Snare
	Ride Bell		Voice Closed Hi-Hat
	Tambourine		Voice Open Hi-Hat
	Splash Cymbal		

Note: When you select the Fingered or Concert Chord mode, the keys in the lower 1½ octaves become the accompaniment keys and do not produce percussion sounds. See “Using Auto Accompaniment” on Page 16.

USING THE PRESET AUTO-RHYTHMS

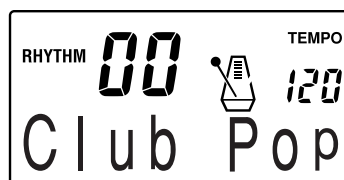
Your keyboard has 100 preset auto-rhythms that provide a steady beat for your music. The name and two-digit number of each preset auto-rhythm is listed within a group in “Rhythm List” on Page 26. These groups are listed on the 100 RHYTHMS list on the keyboard’s top panel.

You can play a preset auto-rhythm on the keyboard in any of the following ways:

- select and play a rhythm (see “Selecting/Playing an Auto-Rhythm”)
- synchronize the start of a rhythm with your music (see “Using SYNCHRO” on Page 16)
- briefly vary the pattern of a rhythm (see “Using FILL-IN” on Page 16)

Selecting/Playing an Auto-Rhythm

1. Press **RHYTHM**. **RHYTHM** and the number of the current auto-rhythm appear.



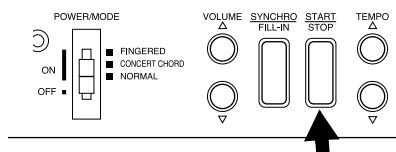
Note: Each time you turn the keyboard on, it automatically selects the rhythm Club Pop (No. 00).

2. To select a different rhythm, choose an auto-rhythm from the 100 RHYTHM list and enter its two-digit number on the keypad. Or, repeatedly press + or – to move to the next higher or lower numbered rhythm.

Notes:

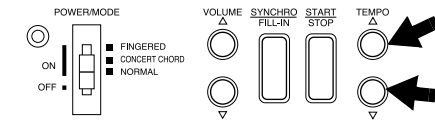
- Precede a single-digit number with a 0. For example, to select POP BALLAD (No. 05), press **0 5**.
- If you incorrectly enter the first or second digit of the rhythm, press **RHYTHM** to clear the entry and return to the last selected auto-rhythm.

3. Press **START/STOP** to start the selected auto-rhythm.



4. Adjust the volume to the desired level.

5. To change the auto-rhythm speed, press **TEMPO** t or s. The current tempo setting appears.



Notes:

- You can adjust the tempo to play an auto-rhythm from 20 to 255 beats per minute.
- To quickly slow down or speed up the tempo, hold down **TEMPO** t or s.
- To reset the tempo to its default (original) speed, press **TEMPO** s and t at the same time.

6. Play the keyboard to hear the selected preset tone along with the auto-rhythm.

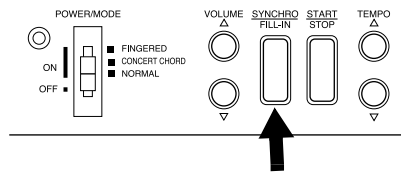
7. To select a different rhythm, repeat Steps 1 and 2.

8. To stop the auto-rhythm, press **START/STOP** again.

Using SYNCHRO

This feature lets you synchronize the start of an auto-rhythm with the beginning of your music.

After you select and enter an auto-rhythm, press **SYNCHRO/FILL-IN**. The bars of the metronome flash on the display to show the keyboard is in a standby mode.



Begin playing the keyboard. It automatically begins to play the rhythm when you press any key within the first 1½ octaves of the lower end of the keyboard (the first 18 keys from the left side of the keyboard).

Using FILL-IN

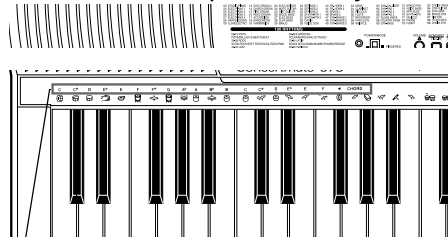
This feature lets you insert a short (1- to 2-measure) variation in the beat pattern of a selected auto-rhythm.

Simply press and release **SYNCHRO/FILL-IN** while the auto-rhythm is playing.

The keyboard inserts a 1- to 2-measure variation, then the original rhythm automatically resumes at the end of the current measure.

USING AUTO ACCOMPANIMENT

The 18 keys on the left side of the keyboard with note labels above them are called *accompaniment keys*.



Accompaniment Keys

You can set the keyboard to play two different types of auto accompaniment using the accompaniment keys.

- *Concert Chord* — lets you play chords on the accompaniment keys using chord formations of from one to four notes. The number of keys you press determines the type of chord that plays (see “Concert Chord”).
- *Standard Fingering* — lets you play chords on the accompaniment keys using standard chord formations of three or four notes (see “Standard Fingering” on Page 18).

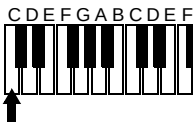
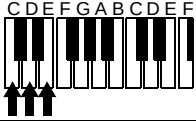
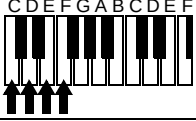
Notes:

- You can use the keyboard's rhythm controls (**FILL-IN** and **SYNCHRO**) with both types of auto accompaniment.
- After you press the auto accompaniment keys, the keyboard plays the same chord until you press other keys to play a different chord or press **START/STOP**.

Concert Chord

The concert chord method lets beginning keyboard players easily select and play a chord.

The number of accompaniment keys you press determines the type of chord that plays. This chart shows the type that plays when you press one, two, three, or four accompaniment keys at the same time.

Number of Keys Pressed	Chord Type
	Major
	Minor (m)
	Dominant Seventh (7)
	Minor Seventh (m7)

The lowest note you play determines the key of the chord. For example, if the lowest note is C, the keyboard plays a C chord.

Note: You can press *any* labeled note(s) to the right of the lowest note in the chord to produce a minor, a dominant seventh, or minor seventh chord.

Follow these steps to start concert chord auto accompaniment.

1. Set **POWER/MODE** to **CONCERT CHORD**.
2. Enter a two-digit auto-rhythm number.
3. To start the auto-rhythm before the auto accompaniment, press **START/STOP**.

Or, to synchronize the start of the selected auto-rhythm with your accompaniment, press **SYNCHRO/FILL-IN**.

4. Begin the accompaniment at the desired interval by pressing the desired accompaniment key(s).

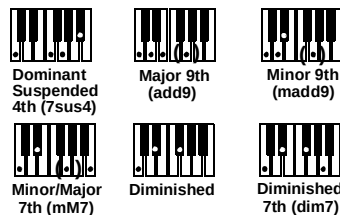
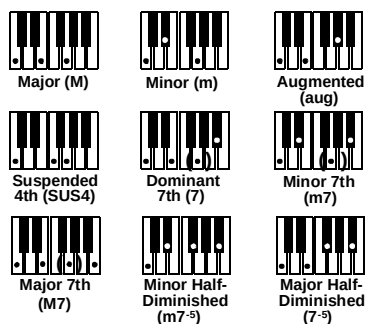
To play a melody along with the accompaniment, press any key(s) to the right of the accompaniment keys.

5. Adjust the tempo and volume to the desired levels.
6. To change chords without interrupting the rhythm, simply press the auto accompaniment key(s) required to form the new chord.
7. To stop auto accompaniment and the auto-rhythm, press **START/STOP**.

Standard Fingering

The standard fingering method uses standard formations of three or four notes, and lets the experienced musician play a wider variety of accompaniment chords.

This chart shows the 15 chord types you can play on your keyboard by using standard fingering.



Notes:

- You do not have to press the key marked with parentheses in the preceding chart to produce a 7, m7, M7, mM7, 9, or m9 chord.
- This chart shows only one possible fingering position for each chord. It is possible to play a chord using several different positions. For example, the following three fingering positions produce the same C chord.

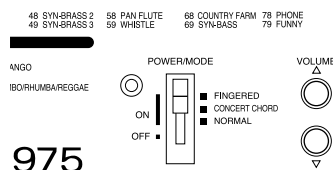


- When you play a 7-5 or dim7 chord, the lowest note you play determines the root of the chord. Be sure that your fingering correctly defines the root you want.

Note: See "Standard Fingering Chord Chart" on Page 24 for a list of all the chords you can play on your keyboard using standard fingering accompaniment.

Follow these steps to start standard fingering auto accompaniment.

1. Set **POWER/MODE** to **FINGERED**.



2. Select and enter an auto-rhythm.
3. To start the auto-rhythm before your auto accompaniment, press **START/STOP**.

Or, to synchronize the start of the selected auto-rhythm with your accompaniment, press **SYNCHRO/FILL-IN**.

4. Begin the accompaniment at the desired interval by pressing at least three accompaniment keys to play the desired chord.

To play a melody along with the accompaniment, press any key(s) to the right of the accompaniment keys.

5. Adjust the tempo and volume to the desired levels.
6. To change chords without interrupting the rhythm, simply press the auto accompaniment keys required to form the new chord.
7. To stop auto accompaniment and the auto-rhythm, press **START/STOP**.

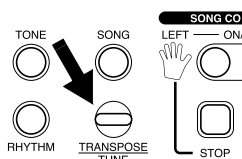
SPECIAL FEATURES

CHANGING KEYS

The keyboard automatically selects the key of middle C each time you turn it on.

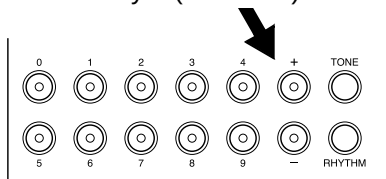
For added flexibility as you make music, the keyboard lets you change (transpose) the musical key in which it plays.

1. Repeatedly press **TRANPOSE/TUNE** until **Trans** and the current key setting appear.



Note: The displayed number is the number of “semitones” to which the keyboard is set, compared to its default key. A semitone is a measurement that represents the acoustical interval between the tones of any two keys. For example, the difference between C and C $\sharp$ or B and B $\flat$ is one semitone. You can transpose the key down 6 semitones (to an F $\sharp$) and up 5 semitones (to an F) — a full octave.

2. Within 5 seconds, press + or – to raise or lower the key. Each time you press + or –, the number on the display increases or decreases by 1 (semitone).



As you raise the key, **1** is C $\sharp$, **2** is D, and so on. As you lower the key, **-1** is B, **-2** is B $\flat$, **-3** is A, and so on.

Notes:

- You can also use the number keypad to quickly raise the key. Simply press the desired semitone value (1 to 5).
- You cannot change the key while a prerecorded tune is selected or playing.
- The keyboard automatically resets the key to the default value of 0 (middle C) each time you play a prerecorded tune.
- Each preset tone plays within a specified range. If a key change causes a note to exceed its range, the same note sounds in the nearest octave.
- When you select preset tones 90-96 after changing the key, the keyboard split point changes accordingly (see “Keyboard Split Tones” on Page 14).
- Changing the key does not affect the PERCUSSION (No. 99) preset tone.

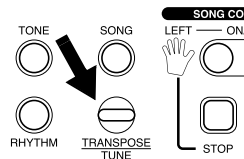
TUNING THE KEYBOARD

Although your keyboard never goes out of tune, it does let you adjust its pitch to match other instruments or musical recordings.

Note: You cannot tune the keyboard while a prerecorded tune is selected or playing.

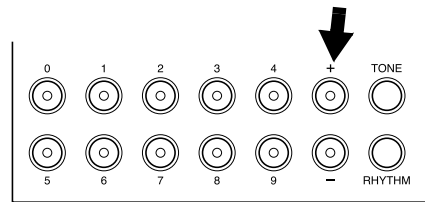
Follow these steps to tune the keyboard.

1. Repeatedly press **TRANPOSE/TUNE** until the display shows **Tun** and the current pitch setting.



Note: The number on the display is the number of “cents” to which the keyboard is currently tuned, compared to its default pitch. A cent is the measurement that represents the acoustical interval between two tones. 1200 cents equal 1 octave.

2. Within 5 seconds, repeatedly press **+** or **-** to raise or lower the keyboard's pitch. Each time you press the key, the number on the display increases or decreases by 1 (cent).



Notes:

- You can tune the keyboard up to 50 cents (101 levels) from its default pitch.
- You can use the number keypad to raise the pitch by entering the desired cent value.
- The keyboard automatically resets the tuning pitch to the default value of 00 (cents) each time you turn off the keyboard or play the prerecorded tunes.

TROUBLESHOOTING

If your Concertmate 975 is not performing as it should, these suggestions might help. If you still cannot solve the problem, take the keyboard to your local RadioShack store for assistance.

Trouble	Possible Cause	Remedy
No sound, even if keys are pressed.	The keyboard has turned off automatically.	Set POWER/MODE to OFF then ON again.
	Volume is turned down.	Repeatedly press VOLUME s to increase the volume.
	Headphones are connected.	Disconnect headphones.
	Power supply problem.	Check the power supply. • Are battery symbols (+/-) facing correctly? • Are the batteries fresh? • Is the AC or DC adapter connected properly?
	You are pressing too few accompaniment keys while POWER/MODE is set to FINGERED .	Set POWER/MODE to NORMAL or CONCERT CHORD . Press 3 or 4 keys to form a chord while POWER/MODE is set to FINGERED .
No sound when connected to an external amplifier.	Volume is turned down.	Repeatedly press VOLUME s to increase the volume.
	Defective connection cord.	Replace the connection cord.

CARE AND MAINTENANCE

Your Optimus Concertmate 975 Portable Stereo Musical Instrument is an example of superior design and craftsmanship. The following suggestions will help you care for your keyboard so you can enjoy it for years.



Keep the keyboard dry. If it gets wet, wipe it dry immediately. Liquids might contain minerals that can corrode the electronic circuits.



Use and store the keyboard only in normal temperature environments. Temperature extremes can shorten the life of electronic devices, damage batteries, and distort or melt plastic parts.



Keep the keyboard away from dust and dirt, which can cause premature wear of parts.



Handle the keyboard gently and carefully. Dropping it can damage circuit boards and cases and can cause the keyboard to work improperly.



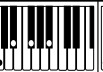
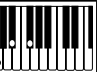
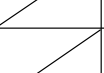
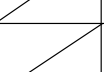
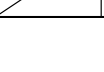
Use only fresh batteries of the required size and recommended type. Batteries can leak chemicals that damage your keyboard's electronic parts.

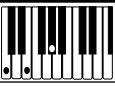
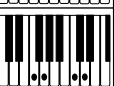
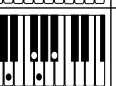
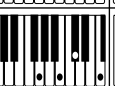
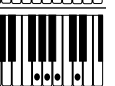
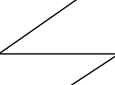
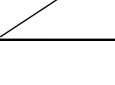


Wipe the keyboard with a damp cloth occasionally to keep it looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the keyboard.

Modifying or tampering with the keyboard's internal components can cause a malfunction and might invalidate your keyboard's warranty and void your FCC authorization to operate it. If your keyboard is not performing as it should, take it to your local RadioShack store for assistance.

STANDARD FINGERING CHORD CHART

Chord Root	M	m	7	m7	dim7	M7	m7-5	dim
C								
C [♯] /(D [♭])								
D								
(D [♯])/E [♭]								
E								
F								
F [♯] /(G [♭])								
G								
(G [♯])/A [♭]								
A								
(A [♯])/B [♭]								
B								

Chord Type Root	aug	sus4	7sus4	m add9	mM7	7-5	add9
C							
C [♯] /(D [♭])							
D							
(D [♯])/E [♭]							
E							
F							
F [♯] /(G [♭])							
G							
(G [♯])/A [♭]							
A							
(A [♯])/B [♭]							
B							

RHYTHM LIST

Pops — Pops/ Ballad/ 16 Beat/ 8 Beat	00	Club Pop	07	Funky Pop 2	14	8 Beat Soul
	01	Vocal Pop	08	Epic Ballad	15	8 Beat Shfl
	02	Rap Pop	09	Lite Pop	16	Dance Pop 1
	03	Funky Pop 1	10	16 Beat Shuffle	17	Dance Pop 2
	04	Soul Ballad	11	16 Beat Pop	18	Pop Fusion
	05	Pop Ballad	12	16 Beat Funk	19	Folkie Pop
	06	Love Ballad	13	8 Beat Pop		
Rock — Slow Rock/ Soft Rock/ Soul/ Rock/ R&B	20	Rock Waltz	27	Pop Rock 2	34	Straight Rock
	21	Slow Rock 1	28	50's Rock	35	Heavy Metal
	22	Slow Rock 2	29	60's Rock	36	Twist
	23	Soft Rock 1	30	4-Beat Rock	37	N'awlins R&R
	24	Soft Rock 2	31	Rock	38	Chicago Blues
	25	Soft Rock 3	32	Heavy Rock	39	R&B
	26	Pop Rock 1	33	8-Beat Rock		
Jazz — Big Band/ Swing/ Jazz/ Fusion	40	Big Band	44	Jazz Waltz	48	Acid Jazz
	41	Slow Swing	45	Modern Waltz	49	Latin Fusion
	42	Swing	46	Cool		
	43	Foxtrot	47	Hard Bop		
Dance — Club/ Techno/ Disco/ Rap/ Funk	50	Vocal Groove	54	Trance	58	Rap
	51	Rave	55	House	59	Funk
	52	Club Groove	56	Groove Soul		
	53	Techno	57	Disco		
European — Polka/ March/ Waltz/ Tango	60	Polka 1	64	Waltz	68	Serenade
	61	Polka 2	65	Vienna Waltz	69	Tango 1
	62	March 1	66	French Waltz		
	63	March 2	67	Slow Waltz		
Latin — Bossa Nova/ Samba/ Mambo/ Rhumba/ Reggae	70	Bossa Nova	75	Merengue	80	Punta
	71	Samba	76	Reggae	81	Cumbia
	72	Mambo	77	Bolero	82	Ska
	73	Rhumba	78	Tango 2	83	Tex-Mex
	74	Cha-Cha-Cha	79	Lambada	84	Salsa
Various — Country/ Gospel/ etc.	85	Folklore	90	Country	95	Adani
	86	Pasodoble	91	Bluegrass	96	Baladi
	87	Rhumba Catalan	92	Township	97	Baroque
	88	Sevillana	93	Fast Gospel	98	Enka
	89	Folk	94	Slow Gospel	99	New Age

SPECIFICATIONS

Number of Keys	61
Polyphonic Sound	12-note (Max.)
Preset Tones	100
Auto-Rhythms	100
Tempo	Adjustable (20–255 Beats Per Minute)
Other	Fill-in and Synchro Start
Accompaniments	Concert Chord, Fingered
Prerecorded Tunes	100 Tunes
Transpose	(F#~C~F: Half-Notes)
Tuning	Adjustable A4 = 440 Hz ±50 Cents
Built-in Speakers	4 Inch × 2 (Output 2W + 2W)
Terminals:	
Power Supply	DC 9V Jack
PHONES/OUTPUT Jack	Output Impedance: 70 Ohms
	Output Voltage: 2.4V (RMS) MAX
Power Sources	DC: 6 AA batteries (Cat. No. 23-557)
	AC: 120V, 60Hz, with AC adapter (Cat. No. 273-1656)
	Vehicle Battery: 9V with DC adapter (Cat. No. 273-1815)
Power Consumption	7.0 W
Dimensions (HWD)	$3\frac{9}{16} \times 35\frac{7}{8} \times 12\frac{11}{16}$ Inches
	(90 × 911 × 322 mm)
Weight (Without Batteries)	8 lb 8 oz
	(4.0 kg)
Included Accessories	Sheet Music Stand
	<i>Sheet Music and Play Guide for the Prerecorded Tunes</i>

Specifications are typical; individual units might vary. Specifications are subject to change and improvement without notice.

Limited One-Year Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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